

3D ANIMATION AND VISUALIZATION

OVERVIEW: The objective of the 3-D Animation and Visualization contest is to provide students with an opportunity to compete in the emerging area of 3-D Animation and Visualization technology.

I. CONTEST PURPOSE

The purpose of the TSA 3-D Animation and Visualization event is to provide students the opportunity to demonstrate their abilities with 3-D animation and visualization. The events Are designed to test the 3-D animation skills as they apply to 3-D animation and design.

II. SCOPE OF THE COMPETITION - this contest consists of two parts.

A. This event consists of an individual hands-on competition. Participants are required to supply their own 3-D graphic station. Personal computer, monitor, input devices, 8' multiple outlet surge protector, and software of choice are required for the competition.

B. A written test will be provided by the Conference Coordinator.

III. ELIGIBILITY

A. Must be current TSA state and national member and registered State Conference participant.

B. This is an individual event. Maximum of four participants per level, per chapter. One entry per person.

C. Animations must all be different and original from within the chapter.

IV. LIMITATIONS

A. The event consists of a hands-on competition and a written test.

B. All creations and renderings must be completed within the four hour competition time limit.

V. SPECIFIC REGULATIONS

A. Each contestant must develop their work independently.

B. Each contestant must provide their own graphic work station and 3-D software.

C. All contestants will be required to show proficiency with their 3-D software.

D. Contestants may bring the software of their choice. Software packages must be capable of producing both 2-D and 3-D renderings and animation.

E. The computer hardware must meet or exceed the minimum recommended system requirements from the manufacturer of the software of choice. It is strongly recommended that the minimum requirements are exceeded when possible.

F. Contestants should bring personal art supplies required to develop the storyboard. These supplies are subject to approval of the technical committee.

G. The setup, configuration, and tear down of all contestant-provided equipment will be the responsibility of the individual.

- H. A written test covering the basic skills and knowledge in 3-D visualization and animation test will be administered.
- I. Contestants will not place their name, school name, etc. in text on the contest drawing and title block. Contestants will place this information on a label affixed to the back of the drawing.
- J. All final animations, along with 2-D renderings, will be left on the contestant's computer for the judge's review.

VI. PROCEDURES

A. Registration

1. Contest participants must register for the event in accordance with procedures established for the conference.
2. All 3-D animation and visualization students must be prepared to participate in the competitive event at the scheduled time. Keep in mind this is a four hour event. You may have to sacrifice participation in other events.

Competition

1. A maximum of four contestants per chapter.
2. Judges will rate each entry and submit scores to event coordinator.
3. Reference material may be used during the hands-on competition at the discretion of the event consultant.
3. The contest will focus on the 3-D Animation and Visualization skills and will deal with the productive use of 3-D modeling and animation to solve visualization and presentation problems. Contestants will be required to solve a 3-D modeling and animation problem using the technology of a 3-D software package.
5. During the contest, contestants will work independently. No assistance will be given by other contestants, instructors, or observers. Teachers and observers will not be allowed in the contest area. Limited technical assistance for computer or software malfunction may be given by the event judges or coordinator.
6. Contestants will each be given the same amount of time to accomplish the problem everyone will begin at the same time and no one will be allowed to work past the contest conclusion.
7. Judging criteria are general in nature. Specific criterion will be based on the demonstration of competency in those elements of accuracy and productivity included in the contest problem.

VII. CRITERIA FOR JUDGING

Written test	10 points
Planning (story board)	15 points
Modeling.....	15 points
Animating.....	15 points
Rendering.....	15 points
Originality	15 points
Illustrates the theme	15 points
Total.....	100 points maximum
Rules Violation.....	Minus 20 points

The overall score consists of the score on the final animation submitted to the judges during the hands-on competition.